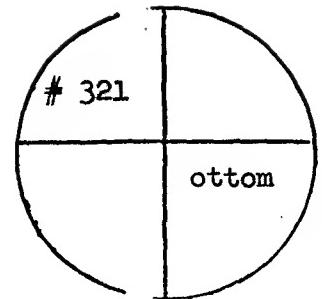
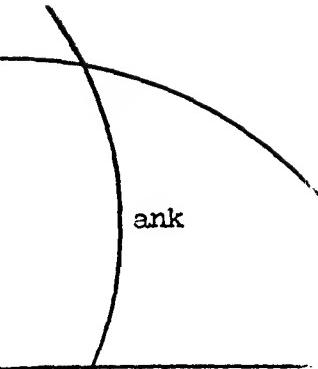
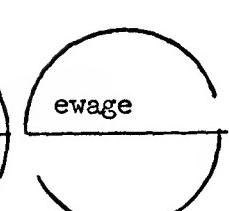
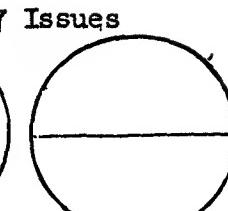
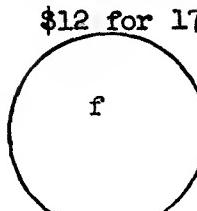


Games:
90V
90W
90IJ
91G
91H



6-28-91
\$12.00 Game fee
or
\$12 for 17 Issues



91H Spring 1902 A Holds ground Germany Takes ~~baak~~ Munich, France leaves London.

England(Clement)
F Nth C A Nwy-Yor:
A Nwy-Yor:
F Nrg-Nwy:

France(Patterson)
F Lon-Eng:
A Bre-Pic:
A Par S A Bre-Pic:
A Mar-Bur:
A Mun S A Mar-Bur:
A Spa H

Italy(Lachick)
A Tun-Gre:
F Ion C A Tun-Gre:
A Ven H:

Germany(Lagerson)
A Ber S A Kie-Mun:
A Kie-Mun:
A Den-Kie:
A Bel-Ruh:
=F Hol H:

Turkey(Gavigan)
F Smy-Aeg:
A Con-Ank:
F Bla-Con
A Bul S Italian
A Tun-Grek

Russia(Wakefield)
A War-Gal:
F Sev-Rum:
A Ukr S F Sev-Rum:
A Mos-Sev:

Austria(Wmss) NMR
F Alb
A Gal
A Ser
A Bud Hold

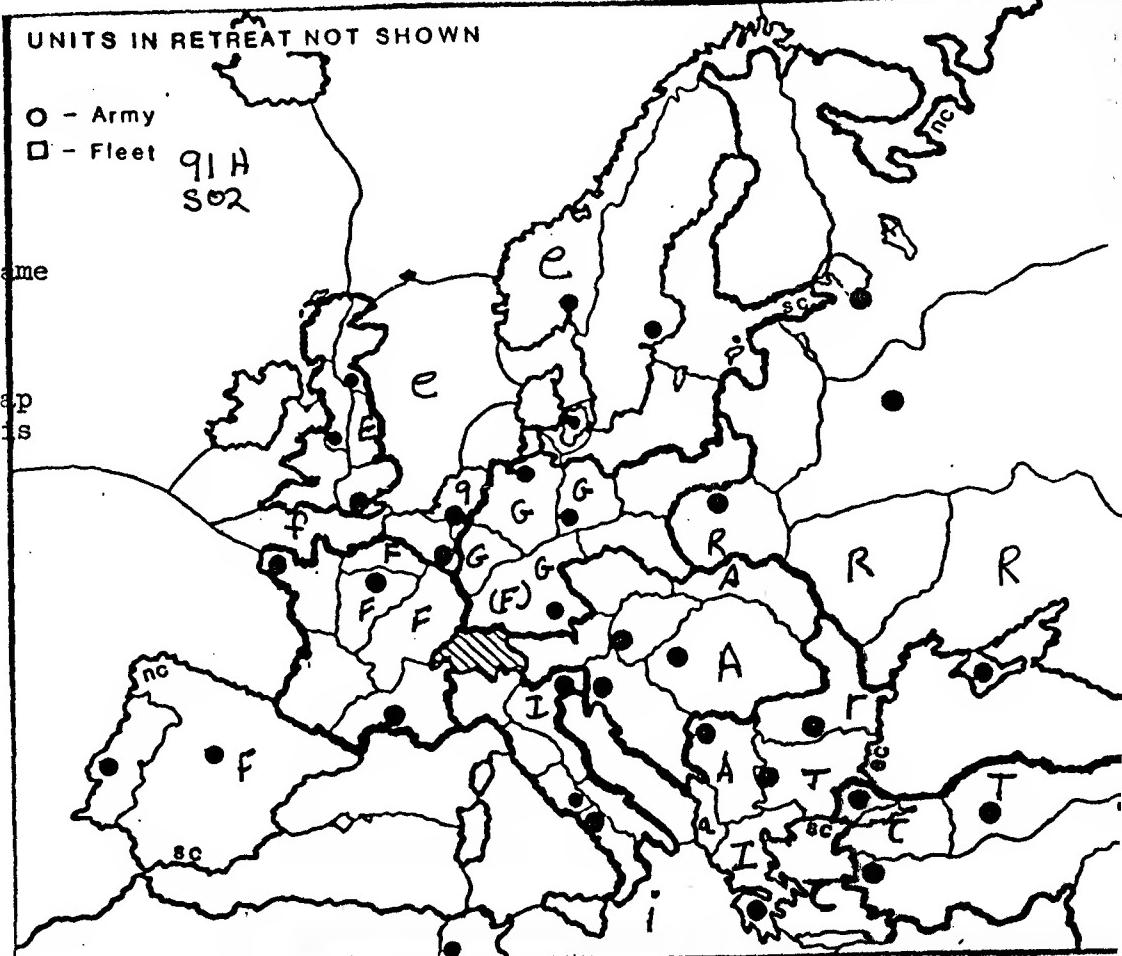
The underlined moves fail, the fall moves will be due the 28th of July appox four weeks away No press:

I'm asking Dan Hodel to please SB for Austria....

I have another game just about ready to start. There are six players signed up for this game. I need just one more player..... The cost is \$12.00 if you are not in a game and \$7.50 if you are playing in a game.

Please let me know asap so that we can get this game going.

Thank you....



Well it was another great Mich Con. It was a lot of fun at this convention. There were things going on the entire time. Places were filled with people playing games. It did my heart good to see all the different games that were going on all the time. Board games role playing as well as a lot of miniature games. It was a fun time had by about 1500 people. There were a lot of people and there were a lot of dealers as well. It was a good show by one and all. I had fun putting on a Centurian Game on Friday night. I had eight people for that game. Then on Sunday I had 10 People for the Battle Tech game that I ran. That was a good game too. It was interesting because one side had all the Clan Mechs and the other side had four of my Mechs and a bunch of Hover craft to defend with. It was a very interesting match up. The Hover craft with four Mechs had a really good initial punch but it died out and once the Clans had weathered the storm the game went in their favor. Then On Sunday I ran a Rusty Rules game with 10 players about and we got in 13 turns in 5 hours. It was a really good game and I had a lot of fun with the game. I'm looking forwards to nex year and Mich Con. It will be a real fun time. If you missed out on Mich Con well then you missed out aon a great gamming con.

I recently got a couple of letters or notes from the Diplomacy People. It looks like they want to be the big fish in a small pool. Well they don't seem to realize the BEST WAY to get more people into this hobby and to EXPOSE more people into this hobby is to have Dip CON at a Big gamming convention. If they don't hold Dip Con in Milwaukee Wisconsin, then they have no brains at all. Gen Con/ Orgins will be in Milwaukee next year, will Dip Con. There will be 15,000 gamers there, if people can afford to go to only one where will the go, Gen Con Orgins or Dip Con. That is a real hard question to answer. One card said If I can make it to dip con so can you. NO WAY IN HELL will I go to Dip Con that is not a part of a larger convention. I don't have the time or the money to do that. I travel to a lot of conventions and I get into a lot of games all over, and until Dip Con People get their act together and promote the hobby as it shoule be and market it to people all over the country then Dip Con will die out.

That simple Diplomacy is in fact dieing out. Why because it is not being marketed right.(I'm refering to PBM Dippy) The game continues to be one of the better sellers for AH but yet fewer and fewer people are playing by mail, why? There is no one that knows how to market Dip Con and the all the things that need to be marketed. When Dip Con and PBM dip were really hot mid 70's to early 80's they were at the Big Cons they has hundreds or people following them into tournaments. To say Dip Con is for BP PBMs is very very wrong, it is for all and if only a few people into the PBM because of the tournaments great, but we have exposed it. There are ways to get more of the tournament entries into PBM but it hasn't been done right for years. Oh well that is what I have to say about this right now. I hate to see PBM dip die and It is dieing, slowly here in the USA it needs to be promoted and NO ONE IS DOING THIS AT ALL. In fact the reaction is to go your own way and retreat into an area that is getting smaller all the time. Wake up and see the light, mingle with people and get the word out. It is time for agressive leadership and comming together for the good of the hobby.

I have been on my soap box, and few will listen, so be it. I will last as will a few others, things will never die out but things will get a lot worse before they get any better.

90 W Fall 1907

France is silent but still grows, where is the western alliance?

Germany(Vaporis)

F Den-Nth:

F Bal-Den:

F Ber-Kie:

Turkey(Ditter)

A Gre-Apu:

F Ion C A Gre-Apu:

F Aeg S F Ion:

F Eas S F Ion:

F Adr S A Gre-Apu:

Russia(Quigley)

A Mos-StP:

A Bru-Ber:

AUkr-War:

F Nwy-Nrg:

A Fin-Nwy:

F Swe S A Fin-Nwy:

France(Balasoone)

APic

A Kie

A Hol

A Mun

A Rom

A Pie

F Tyn

F Nap

A Tun

F Wes H

NMR

A Gal

A Ser A Trh

A Tyo

A Vie

A Tus Hold

A Rom Rotb

The underlined moves fail.
 I'm asking Ray Fischer to
 standby for England: Jack wingate
 for France and Karl Hoffman for
 Austria. All addresses on P 9

Supplies:

Aus: Vie,bud,ser,rum,tri,ven, 6 E

Eng: lon,liv,edi, 3 E

Fra: Mar,par,bre,por,spa,bel,hol,tun,mun,nap,kie 11+1

Ger: ber- den 2-1

Rus: Wat Stp,swe,nwy,mos,sev 6E

Tur:Bul,con,smry,ankgre 5 E deadline for winter only 28 july 91

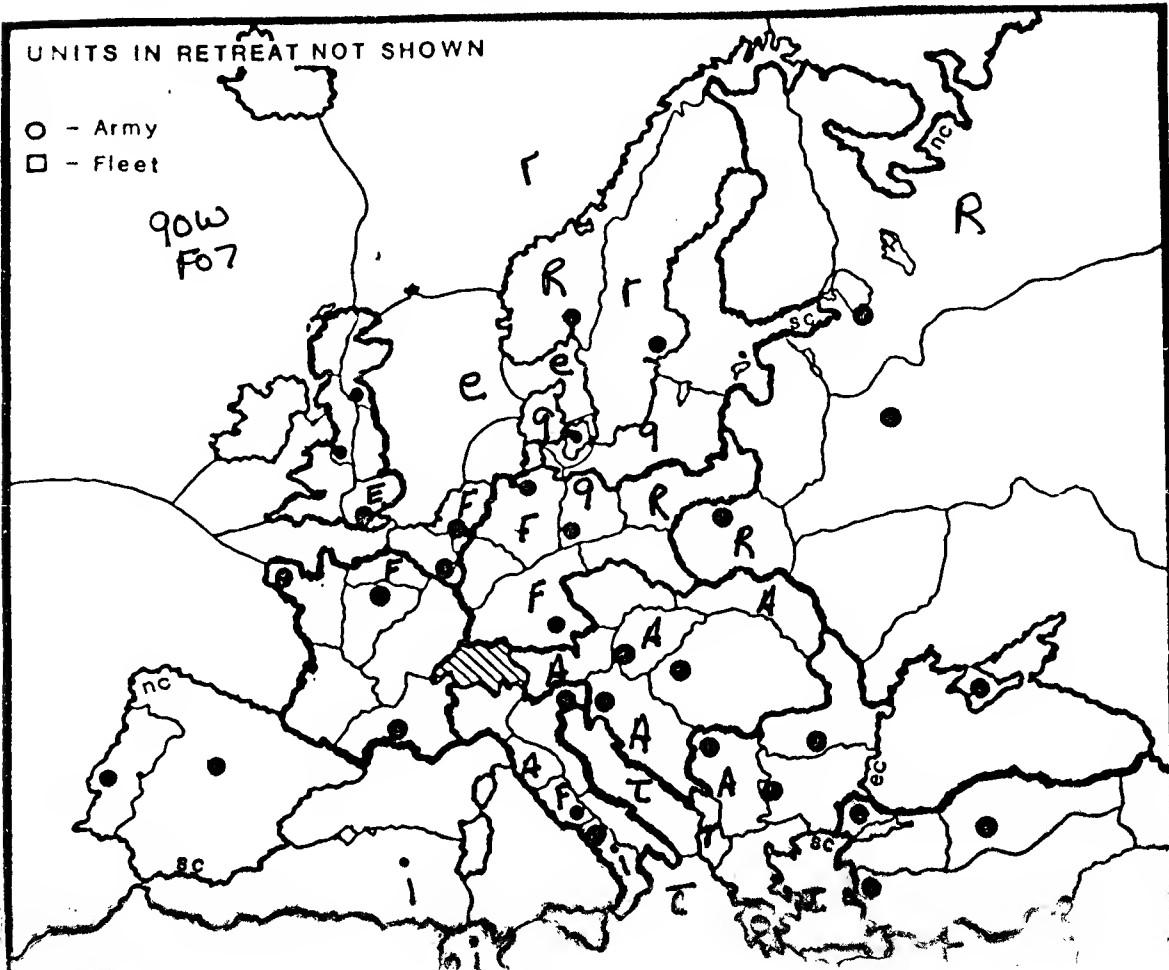
if I do not hear from the people that NMR they will be replaced with the standby's
 no press:

Enclosed with this issue of BOAST is an MCI application. Why not save Between 5-30%
 over AT&T on your long distance calls??? Win win for you and I get a piece as well
 Come on and help the GM keep the prices down for the game fees....

That is a free add from me.

UNITS IN RETREAT NOT SHOWN

O - Army
 □ - Fleet

90W
F07

News and views on games...

While at Mich Con I saw a new game. It is called High Ground. It is a Strategy game that is based on the Napoleonic Wars. You have Cav, Supplies Arty, and Infantry. It is not an Historical Wargame by any means, it is a Strategy game. The one that it reminds me the most of is Stratgeto. I guess mainly that the board looks a lot like each other. It is a simple game where the two sides are the same and you have a certain set up. It is a top notch quality item with plastic pieces and bases etc and the board is well done. It is a good simple game that would then launch people into other board games. Basically the cav have six pegs in a base, the infantry 9 and the arty 4. Arty moves 6 Cav 8 infantry 4, not each unit, but if you are moving arty you can move a total of 6 arty one each or, one 3 & at 2 and one at one. You can only move one type of unit per turn. When you are close enough adjacent for Inf and Cav, and four away for arty you can attack. You have pegs to take losses and you can get reinforcements through out the game if you move your supply unit. I'll let you know more about this game later. It looks really good and well it should be a really good seller at \$35.00 you are getting your \$\$ worth here. Neat game for two players.

Another nice game that has come out is Abalone. I never thought much of this game but I picked it up at Mich Con, and well it is a really good game of Strategy. You have marbles that can roll and move others around according to some simple rules. But the Variations are unlimited. There is a lot that you can do with this game. Simple, but all so complex. It is a fun game you have to try and get 6 marbles from the other player off the board. Not at all simple and keep from you getting yours pushed off. Chess or go Style game. At \$30.00 it is a nice game.

Games Workshop has come out with a Kids game call spce fleet. This is a \$25.90 game and well I've just looked at this game and I can say that it looks bad. You know that I have no love lost for these people anyway, but this game really sucks the green big ones. You get four space ships with sails (these look nice and had Shy Galleons of Mars had these it would have sold really well) The maps areas are small with big squares and only 6 boards. Just over priced you get 4 pages of rules Diegest size. This will be a part of four games that will have Mighty warriors Fantasy game, Ultra Marines, Kerrunch a Blood Bowl game. Too simple for me and the price, but I'll wait and read the rules etc, but I was just plain disappointed when I saw what was in the box.

I did get excited when I saw the Command #11 with the game Hougoumont. This was a fortress like area at the Battle of Waterloo. This is a really small scale tactical game, 25 men per counter and 5 minutes a turn. It is a really interesting looking game. I have not played this game or read it but it has made me very excited to read about it. anyway I feel that this will be one of the best games out there on this scale. It fact it is the only game out there at this scale that I know of on the Napoloenic warfare. A Very good looking item Command is \$13.00

I just got some things from Clash of Arms. The Book of Ebon Bindings for Empire of the Peddle Throne, it is a book on Demons etc from the land of the EPT. It use to be in a diegest format now it is 8½X11 with a warning not for kids. But the Clash of Arms Games Due out about July 15th Quatre Bras and Ligny, the box art is great At about \$35.00 they should be really good games from the series. I cannot wait until I can get a coup of these games for my self...

UNITS IN RETREAT NOT SHOWN

○ - Army
□ - Fleet

91G
SU3

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Mores news and Views of What is and isn't...

GMT Game Hornet leader looks very good. I haven't played it yet, but I have talked to people that have. It is a good game, likely the best that GMT has put out. I think that I will Have to review this game in the next couple of issue. If you are into Solo games and Like Modern Air Warfare, then give this game a chance.

West End Games have come out with a couple of New Torg items, Kanawa Personal weapons, and Operation Hard Sell an adventure, Both these are interesting and if you are into the Torg Game System you will like these.

The New Video from Pal for RoboTech the 5th one is now avaible.

Ral Partha has put out five new Fantasy figures, 3 in the FA line, and then in the 32 Line they have the Battlequeen and Warwolf, and the thieves guild.

From Chessex the Cyberpunk Book Cover, Dragonskin is avaible. It has some nice artwork and the Cyberpunk written on the side \$5.00

Columbia Games have come out with two new Harn Magic Tomes. A Very nice looking. They are \$6.00 each and they cover Jmorvi, and Fyuria. If you like Harn, and I do, but this system takes people both GM and the players to do some reading etc to make it go. Very interesting, thus the new items, two more tomes and the magic system will be done.

Chaosium has come out with Return to Dunwich another fine Mod for the Call of Cth. Game. They put out some really good stuff, certainly it is costly, but you are going to get more playings per \$\$\$ with them than with most companies products.

FASA has come out with Virtual realities, which is the new item for Shadowrun. This here deals with Deckers and the various people that go into minds and shapes. Then Distant fires for the Renegade Legion, this one is good for all the games in that series. It looks good, becuase I'm into that series. It is about an attack on a planet system and you use all the board games as well as all theroleplaying stuff. It is full of information and likely one of the best laid out things they have done.

GDW has come out with the NATO vehicle guide. \$12.00 This is a long awaited item about NATO weapon systems for the new Twilight 2000 game. Look very good and is on the same format as the US and Soviet guides.

IRON CROWN ENT has come out with a very different type of game. It is called War Law. This game you are given the rules and the counters, but the maps are clear plastic and you have terrain you can cut out and make it your own to suit the needs of your game. This is a very good looking item and I like the concept of the maps ideas. Though I do not know how well the maps will stay together during play. The counters are well done as is the terrain features that you can cut out. They have certainly put time and effort into this and I feel that this type of thing was a long time in comming out. Also new is a Slient Death Module called Black Guard. It is a very nice item This game(Slient Death) is just now comming on and getting the following that it desires and deserves.

From White Wolf Pubs they have come out with Vampires, that is a very very good looking RPG. They have certainly done their best job with this game. They have made this a very professional game and system, there is no doubt that this game is attractive and well sell very well.

9OV Fall 1909 There is a call for a draw vote. Germany moves into Gal
England Moves into Germany will peace rain or will war continue?

Italy(Wiess)

F Mid R NAF
F NAF H
F Spasc H
F Wes S F Spasc
F Lyo S F Spa SC
A Pie S F Mar:
A Tyo S A Vde
A Vie S A Tyo:
F Mar H:

Turkey(Parker)

F Gre H
F Bla H
E Smy H
F Arm H
A Sev-Mos:
A Gal-War:
A Ukr S A Gal-War:
A Rum-Gal:
A Bud S A Rum-Gal:

Germany(Barwick)

A Gas-Spa:
F Bre S English F Mid:
A Bur-Mar:
A Sil-Gal:
A Boh S A Sil-Gal:
A Pru S Russian A War:
A Mun-Sil:
A Ruh-Mun:
F Nrg H:

Supplies:
Eng: lon,liv,
edi,bre,swe
6+2
Fra Porl E
Ger:mun,kie,ber,
hol,bel,par,den
7-2
Ita:nap,rom,ven,
tun,vie,spa,mar,
tri 8 E
Rus:mos,war,stp
3E
Tur:gre,rum,sev,
bud,con,ank,smy,
bul,ser 9E

England(Vaporis)

F Mid-Bre:
F Eng S F Mid-Bre:
F NAO-Cly:
A Nwy-Swe:

France(Senzig)

F Por H:

Russia(Boulet)
A StP S A Mos:
A Mos S A War:
A War S German

Press:

A Sil-Gal!

Lon-Berlin It's Now or Never

Lon-Constance: Did you do It?

Italy-Fra/Rus: I wants peace also

Italy-Derot: The piece I want is andie Macdowell. The spot I want is the 6 spot

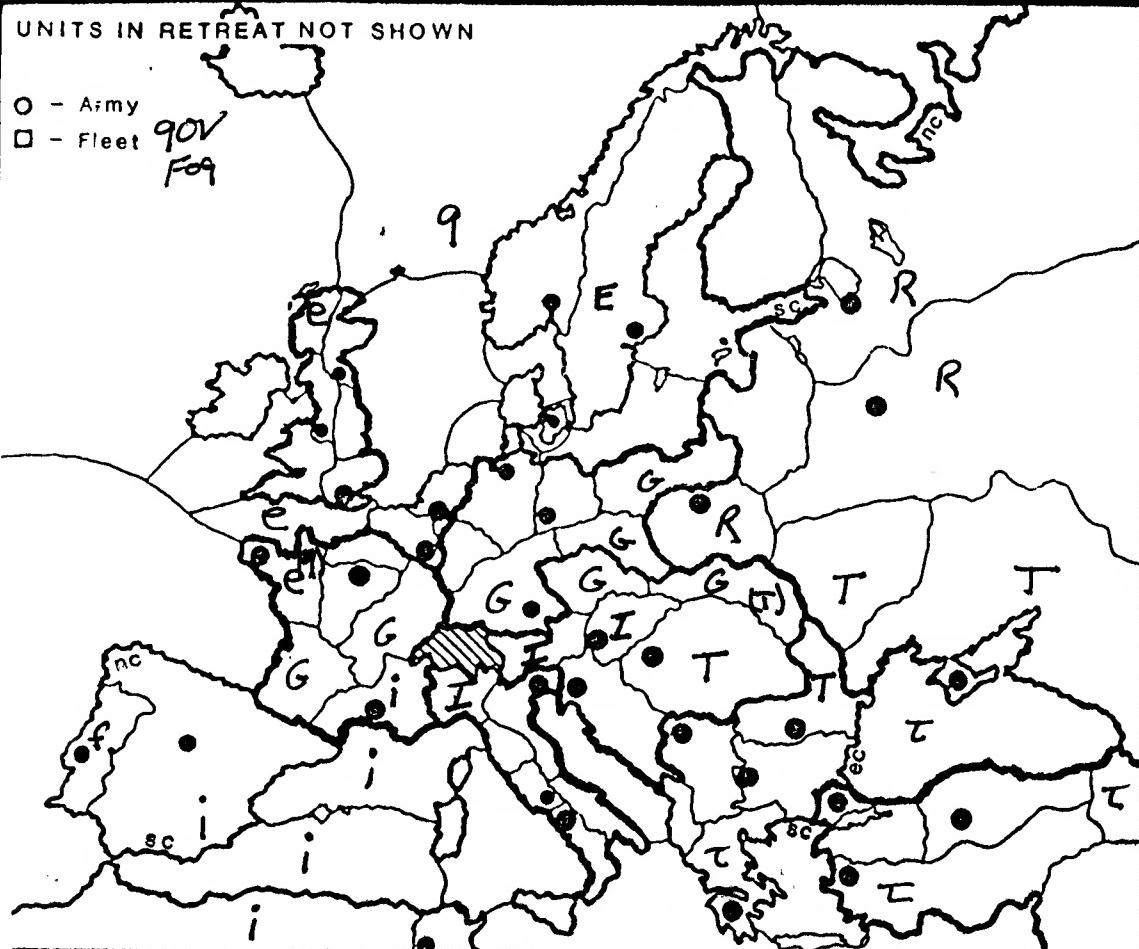
The SC I Want Is Mun:

Italy-Eng:

Our Proposed dosey do,
change partners and sashay
round seems like
more commotion, more
doom and gloom than
fun and frolic.

Derot: But you
never know where
the meal is comming
from.that is the next
meal or the next
take what you can get
from where you can
get it.

Deadline for the
winter 09 and spring
10 due July 28th at noon
est.



This is a game that was ready long before the War was brewing in the Mid East. This is a game of Power politics in this region. It is not a Wargame either tactically or Strategically. If it is a wargame it is like Diplomacy. This game uses area movement, like one country one area, and can be played with up to five people. There are no set countries that you can play in this game, in fact this game you pick your country that you want to play by starting and placing your forces in that country. The one that picks first moves last, thus when you pick early you want defense so that you are not run out of the game right away.

Of course taking land and gaining the upper hand in oil deals is what this game is all about. In fact Oil is the corner stone of this game. You cannot do anything with out oil. You move you need oil, you attack or defend you need oil, to buy forces you need oil, oil is the money of this game, it is what sets this game apart. Oil is what is produced in this area of the world and that is the bargaining chips of this world.

But what is Mid East Peace all about and what does it look like. This game has a small full color map, of cardboard, three conference maps, die cut counts for the units, a couple of hundred of them, and the rules is all that you get in the game. The game is pretty light on the components, but no worse than GMT games and other ones from CA and this had to come from Canada. You get a very sturdy box. The box is plain white very heavy duty to protect the game. There is a slip cover with all the box art on this game, thus you never know that it is a simple white box, this also serves to keep the box from opening when being stored.

The Game is a really simple one like Diplomacy, and each turn you can do 2 of three different actions or phases. The phases are: Economic a Collect Oil Revenue, b) submit Drilling bids ?) Military(a) demobilize forces, Move forces, resolve battles, 3) diplomatic. a) host arms action, Make UN Motion, Superpower alliance. Note you can only do two of the three. The collecting of oil is almost a must, then are you going to buy arms, or what? There are some hard choices to be made in this game. Planning ahead is a must what you planned for two three and fours turns ago will mean the difference between victory and defeat. Building up forces isn't what you need to do all the time rather diplomacy between players, and making motions etc, just like at the UN are important, of course as in real life all of this stuff can be broken down etc. Nothing is a really hard and fast rule and you can make rules or treaties.

Movement is into adjacent areas, you must have a military unit in an area to have it under your control and receive the oil from it. To move into vacant zones it cost 2 oil and has to be done with two units. Attacking or moving into areas control by someone else means an attack, that you both do at the same time is put in your hand the amount of oil you will spend taking or defending. Put in your hand hold out and the one with the most oil wins the battle, doesn't mean or having anything to do with the number of units that you have there. That is what makes up the game.

There are added rules like the UN Super power alliances, Super power intervention, and all sorts of Negotiation. The winner of the game when the oil runs out is the one with the most oil in their hand, minus total forces on the board and minus points if there is a super power in your hand. That is a peaceful victory. If there is war total oil in hand, add one point for the military units add two points for the super powers. The way the game ends is when the last oil is drawn out of the supply, War is broken out a UN Cease fire, all players aligned with the same super power. A Pricy game, but well worth the play value of it.

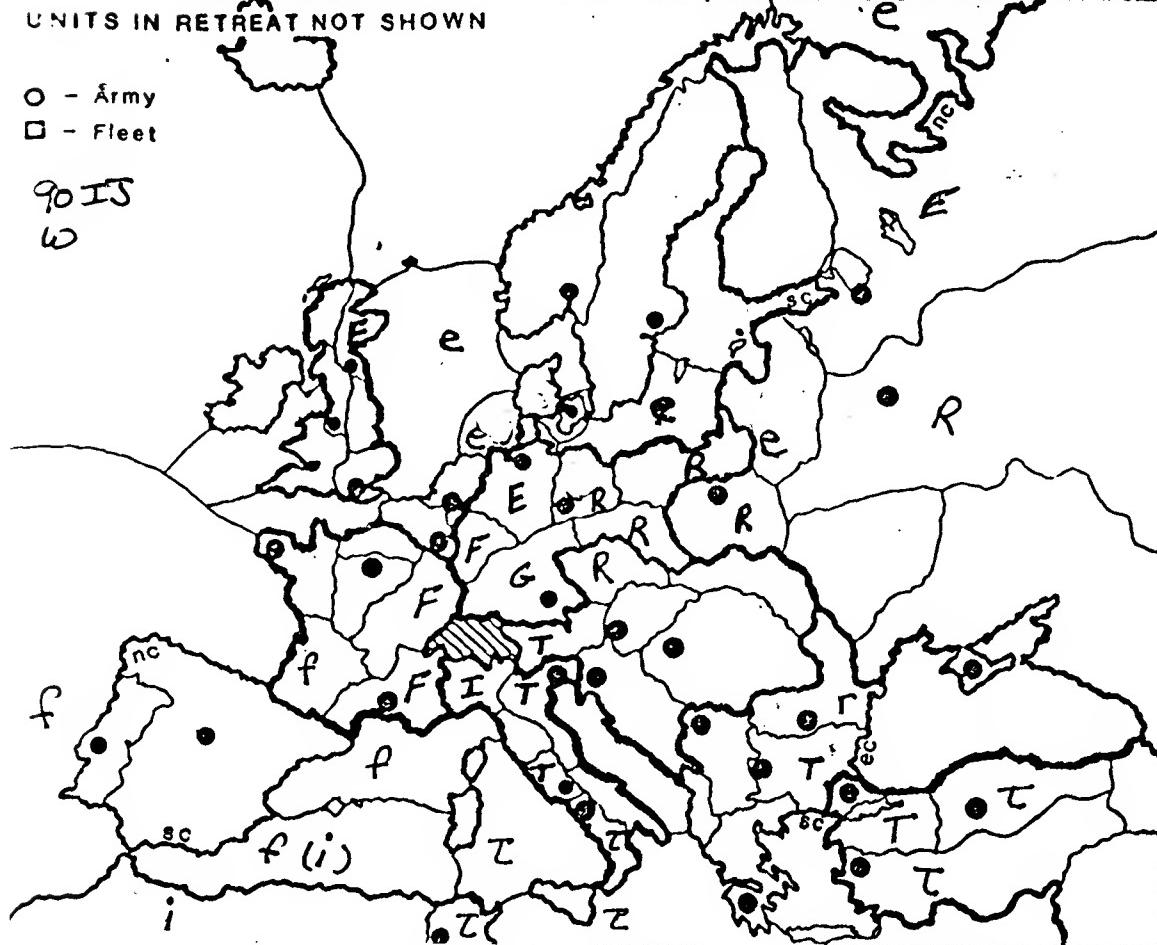
90 IJ Winter 1905

With the fall moves I left off the Russian A Sil S A Pru-Ber. Thus A Pru-Ber was a success. thus Russia had 7 Center with 6 units +1 still

UNITS IN RETREAT NOT SHOWN

O - Army
□ - Fleet

90 IJ
W



Germany (Wiess)

R F Hel
A Ber OTB

England (Gavigan)
B A Edi

Turkey (Boulet)
B F Smy, A Con F Ank

Russia (Wakefield)
A Liv R Pru
B A War

Press E Paris-Pope
in hell: Suicide
is Never an honorable
End.

The deadline for the
spring moves will
be for weeks away
due to boy scout camp
on 7-28-91

Dave Balassone, 1918 Wood St, Lansing, MI 48912

Alan Barwick 13620 Maidstone Lane, Potomac MD 20854

Marion Bates, 2157 Horton, Grand Rapids, MI 49507

Joe Clement, 320 N Glendale, Kenton, OH 43326

John Crosby, 9031 Cardiff Rd, Richomd, VA 23236

D.J. Ditter 8049 Idaho Circle N, Brooklyn Park, MN 55445

Karl Hoffman, 913 Hickory Dr Blue Bell PA 19422

Terry Lachick, 13357 Mackinaw Ave, Chicago, IL 60633-1510

David Lagerson, 825 W Palm Dale Blvd Suite 177, Plam Dale CA 93551

Paul Wakefield, Bx 188 West Branch, IA 52358

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David Parker, POBX 634 pleasant Garden NC 27313

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John Quigely, Bx 337 RD #1, Zionsville PA 18092

Pete Reese, 6227 Loch Raven Dr, McLean, VA 22101

John Rigley, RD1 Bx 170, Richmondville, NY 12149

ScotRussell, 2197 S 93rd, West Allis, WI 53227

David Senzig, 7046 Christmas lane, Grand Rapids, MI 49548

Tom Tiffany, 4508 W Oklahoma Ave, Milwaukee, WI 53219 More later

Michael Vaporis 5190 Ferguson Indiana PA 15701

Richard Weiss 2 Bayside Village Place #409, San Francisco, CA 94107

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K Gavigan Bx 896, Ludington, Mi 49431

Scott Klinger, 412 N William, Ludington, Mi 49431

Jack Wingate, 451 Pere Marquette, Ludington, Mi 49431

BOAST is now 20 years old. Started in Sept 1971 BOAST has come out every third week since then. Appox. 17 issues per year. There have been up and downs with this zine. Over the course of the last year or so the use of the maps has helped the GM and the players in the games. Started in Zeeland Mich in 1971 BOAST Moved to Batavia IL in 1981, and then to Detroit in 85. During the time span of 20 years only 2 issues of more than 300 came out late. Both of those were with in 24 hours of the deadline. Not the best record, but one to be proud of. Well over 50 games have been completed through this zine. Almost 60 games have been started on these pages with some still going. BOAST is the working manzine. We are not pretty, we are not fancy, we just get the job done fairly quickly. Now each game has its own page to make finding the game and keeping track of the game easier. All this for \$12.00 game fee, that includes the sub, and if you start another game while you are in a game it is only \$7.50. There is a game opening now.

Why did I get this issue??? Well if you have never heard of BOAST and you have just gotten into the hobby?? Well I found your name somewhere on someones list, and I'm sending you a free sample of BOAST. Maybe you are looking for a game, I have them open, maybe you just might want to subscribe? This is a sample and do with it what you would like. It is also your invitation to come on and join in on the fun!!!

BOAST runs on very strict 3 week deadlines. The deadlines are noon on Sunday. Boast is then mailed either sunday night or monday morning. We like to have press in the games and I enjoy writting some of it myself . BOAST is a home town zine with a lot of friendly people and friendly reading for you. If you are a gamer like I am you will like all the news and views on the games comming up and so forth. BOAST is available from Herb Barents, 17187 Wildemere Detroit, MI 48221 . Make all checks payable to Herb Barents.

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